

## Long Jump Rules

1. Each competitor is allowed one practice jump.
2. A foul jump is one which is counted as a jump but which is not measured.
3. **It is a foul if the competitor:**
  - a. Allows his/her shoe to extend over the scratch line or make a mark in front of it on the takeoff.
  - b. Runs across the scratch line, or the scratch line extended.
  - e. Fails to initiate a trial that is carried to completion within **1 minute** after being called for a jump, unless excused by the event officials to participate in some other event.
4. Jumps are measured perpendicularly in a straight line from the edge of the takeoff board or its' extension nearest the landing pit, to the mark made by the competitor in the landing pit nearest the takeoff board. Measurements are recorded to the nearest lesser 1/2 inch.
5. Judges shall hold the tape such that the zero end is in the pit.
6. **In the event of ties**, places are determined as follows:
  - a. First tie-breaker: If the distance resulting from the best performance of competitors is identical, the higher place is awarded to the tying competitor whose second-best performance is better.
  - b. Second tie-breaker: If the second-best performances are also identical, the higher place is awarded to the tied competitor whose third best performance is better.